# Game Notes – 11/11/2012

Firearms: Review Burst and other Weapon features. We may want to explore making this part of Reliability or something.

Aspects & Powers: We need to make sure these are formatted in a way that can make it easier to read and trade.

Armor: Settling on more final terminology: Physical/Environmental/Innate vs. Armor/Resistance/Warding.

Create a Pandora station just for Asylum!

In general the prices might need to be increased to fit the auction prices of many paintings and artifacts.

Joey – “Next time you run this module, have a plan for protecting the cash. Unless someone stealing the PC's gold is part of the adventure, give the PC's a good reason to not have to worry about it (like having the auction house collect eveyone's assets, or an npc who won't leave it). In fact, do that even if your plan is to steal the PC's gold. Otherwise, one or two people are just stuck the whole time doing nothing.”

Players validly point out Edwina should be mad from selling off pieces of herself.

## Scene 1 – Hotel

Sam –

Kate –

Heather – Electronics to check out electronic security – Discovers the event organizer and that none of the items are on site.

Joey – Mechanics to investigate cars – Discovers two armored cars, and non-descript sedans that suggest a fleet.

Ken – Cases the Hotel with Streetwise – Rolls a 1, but not a blunder.

Devin – Follow employees with Stealth – Gets a list of people who worked there and a general sense of the security.

## Scene 2 – Gallery Meet and Greet

Handed out Question List sheets.

Occult or Streetwise checks to recognize Asimir & Partridge . . .

Joey, Ken, and Devin stay to guard the gold but stay in radio contact with the others.

Sam –

1. Relates with Asimir to find out what he knows about the items. Learns that he’s coming in assuming he has the most resources and know-how. Joey suggests trying to compete with them early and quick before they reach their limit.
2. Talks to Edwina, gathers that something is emotionally wrong with her. He buys her a lot of drinks after figuring out she’s stingy.
3. Having reached the information he needs, he attempts and succeeds to seduce Edwina and Penny.

Kate –

1. Chit-chatting – learns that everyone has a liquidable asset located somewhere in the hotel. Asimir shows her respect.
2. Kate figures out the identity of the other bidders. And figures out what Matias’ game is.

Heather –

1. What are Asimir and Partridge interested in? Empathy or Relate – Relate – Gabriel Partridge seems amused by Albany’s ambition. He avoids some topics but talks about the items on auction.

Joey – How much did each person bring?

Ken –

Devin –

1. Zanderburg? Girl?
2. Observes how high the security is. Discussion of how large the truck will be. Checks staff agendas.